COMMAND CARD

NOTE: Normally, when talking to the computer, you will press the indicated key and then RETURN. Whenever the time-clock at the bottom of the screen is running, simply press the indicated key (NO return!)

The command keys for *The Shattered Alliance* are as follows:

MOVEMENT

Key 1-6 — moves the unit displayed in white, direction 1 to 6.

Key 0 — leaves the indicated unit in the same hex until its next scheduled move.

AUXILIARY KEYS

Key H (halt) — stops the game until the return key is pressed.

Key M (map) — selects the type of map display. THEN press either Key "S" for the strategic map or Key "T" for the tactical map (and return). When the tactical map is requested, the computer will ask for the row and column of the strategic map to be displayed. In the lower right corner of the tactical map, there is an indicator which shows where the units are placed on the tactical map.

Key E (end) — tells the computer to save the game. The computer will prompt the player(s) for instructions.

MAGIC

Key S (spell) — casts a magical spell. THEN enter the number of the spell you wish to cast (Key 1-4, then press RETURN) and the number of spell points you wish to use (press RETURN).

COMBAT

Key A (attack) — then Key 1-6 or Q and RETURN: melee attack an adjacent unit. Keys 1-6 select attack direction; Key Q aborts attack for nine time-points.

Key F (fire) — then Key 1-6 or Q and RETURN: missile attack an adjacent unit. Keys 1-6 select attack direction; Key Q aborts attack and unit won't move for nine time-points.

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THE SHATTERED ALLIANCE™

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